



To: All Pee Wee Rec Tournament Participating Teams

From: AMHA Tournament Committee

Re: Pee Wee Rec Tournament Rules

General:

All games will be conducted in accordance with Hockey Canada, BC Hockey, and PCAHA Rules and Regulations, except as modified below.

Sportsmanship and Zero Tolerance:

The AMHA promotes and stresses sportsmanship both on and off the ice. Any abusive behaviour or unsportsmanlike conduct of players, coaches, team officials, parents, and supporters will not be tolerated.

There will be zero tolerance for abuse of officials. Offenders will be ejected from the game, and any subsequent games of the tournament. The Referee will be instructed to give a single warning before ejecting any coach or player from the game. Abusive spectators will be required to leave the premises. We ask that all Team Officials work with their parents and supporters to understand and promote the spirit of the game and tournament.

Game Format:

- 1) Warm up and Period Lengths. Each game will consist of a 5 minute warmup, and 3-15 minute periods, all stop time with the following adjustments if required:
- 2) Games tied at the end of regulation time, in elimination rounds only, will proceed to overtime (see overtime format).
- 3) The total elapsed time including ice cleans cannot exceed 75 minutes per game, except elimination games. The tournament reserves the right to make adjustments to accommodate for delays in scheduling.
- 4) If necessary, the time established for the 3rd period will be determined by dividing the remaining time less 5 minutes (in round robin play). This decision can only be made by an on-ice or tournament official.
- 5) Mercy Rule will be in effect. If the goal spread between competing teams reaches five (5), running time commences until such time as the spread is reduced to four (4), at which time, stop time will once again commence. Minor penalties under running time shall be three (3) minutes and major penalties shall be seven (7) minutes. Penalties will start on the dropping of the puck by the on ice officials. During running time, the clock will only be stopped in the event of injury.
- 6) Time Outs. There will be one 60 second timeout allotted per team per game including



overtime, only for Semi final and final games.

- 7) Teams should be prepared to start their game at the allotted game time. Those that are not prepared, may be assessed a delay of game penalty that is at the discretion of the on ice official.

Point/Standings Format:

Points for the tournament will be awarded on the following basis:

- 2 points for a regulation win.
- 0 points for a regulation loss.
- 1 point for a regular tie.

a) Round Robin standings will be determined as follows:

i) **Head to Head** = When two or more teams are tied in points, the result of their direct matchup with each other determines the standings (ex. If Team 1 and Team 2 are tied in Points, but Team 1 beat Team 2, Team 1 will be ahead in the standings).

ii) **Most Wins** = When two or more teams are tied in points, the team who has won more games in total will be ahead in the standings.

iii) **Differential** = Points For (PF) - Points Against (PA); the team with the higher difference will be ahead in the standings.

iv) **Average Differential** = $\text{Points For (PF)} / [\text{Points For (PF)} + \text{Points Against (PA)}]$
- $\text{PF}/(\text{PF}+\text{PA})$.

v) **Goals For** = The amount of goals a team scored in all games.

vi) **Goals Against** = The amount of goals scored against a team in all games.

vii) If teams are still tied, the final ranking will be determined by a flip of the coin.

b) Elimination game results in a tie:

i) The teams will play a 5 minute stop time 4 on 4 sudden death period.

ii) If still tied there will be a 3 man shoot out. Each coach will supply the referee a shootout list. The team will alternate with the home team having the option to shoot 1st or 2nd.

iii) If still tied after the 1st round of shooters, the shootout becomes sudden death and continues on a shot by shot basis until the tie is broken. No player may shoot twice before every player on the team has shot once. It is the coach's responsibility to ensure that ALL players excluding goalies shoot once before ANY player shoots a 2nd time. The timekeeper and scorekeeper will assist with recording the shooters numbers.



iv) Any player still in the penalty box at the end of the 5 minute overtime MAY NOT participate in the shootout.

c) **Consolation games will remain as a tie.**

Expectations of Team Officials:

a) Will be held responsible for the conduct of players, parents and team spectators on and off the ice. This includes the Lodging & arena facilities as well as the parking lot area.

b) Teams are responsible for the security of their dressing rooms and a padlock should be brought to secure the door. Team officials will ensure their assigned dressing room is left clean after their game. AMHA is NOT responsible for lost or stolen items.

c) Team officials are to report to the tournament desk 30 minutes before scheduled game times and are responsible to complete their respective game sheets to verify game times and roster before each game as to their accuracy.

Damage:

Any damage incurred by players, team officials or parents will be billed to the team and/or Association responsible.

Protest Rule:

a) Before any protest will be heard a \$300.00 (cash only) non-refundable protest fee shall be submitted to the Arena Manager (Tournament Committee Member) within 1 hour of the end of the game.

b) The Tournament Protest and Disciplinary Committee (consisting of the Tournament Director and 3 others members of his/her choice) will be convened and will follow the rules stipulated by:

i) The rules of this tournament .

ii) The rules and policies of Abbotsford Minor Hockey Association .

iii) The rules and regulations of PCAHA, BC Hockey and Hockey Canada.

c) A ruling will be delivered prior to the team's next game.

d) Decisions made by the Disciplinary and Protest committee will be FINAL.

e) Referee's decisions are final and cannot be protested.